

# SURVIVE A NIGHTMARE

*Designed and edited by Damián Jiménez*



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# INTRODUCTION

You are in the deepest of your dreams, or perhaps in a real world of nightmares, you are not sure what it is reality and what comes from your subconscious.

Survive Nightmare is a competitive game for 1 to 4 players, with action points, combat, search, strategy and some luck. In order to win the game you must find some mystical items and perform a conjuring in the conjuring room. Be careful! Since some rooms are cursed, watch your back because the ghosts that roam the rooms will torment you, without mentioning the demons... If you suffer a panic attack, everything will be lost.

Can you survive your nightmares?  
welcome to

Survive a Nightmare

## GAME COMPONENTS



15 Game Maps



4 Player Boards



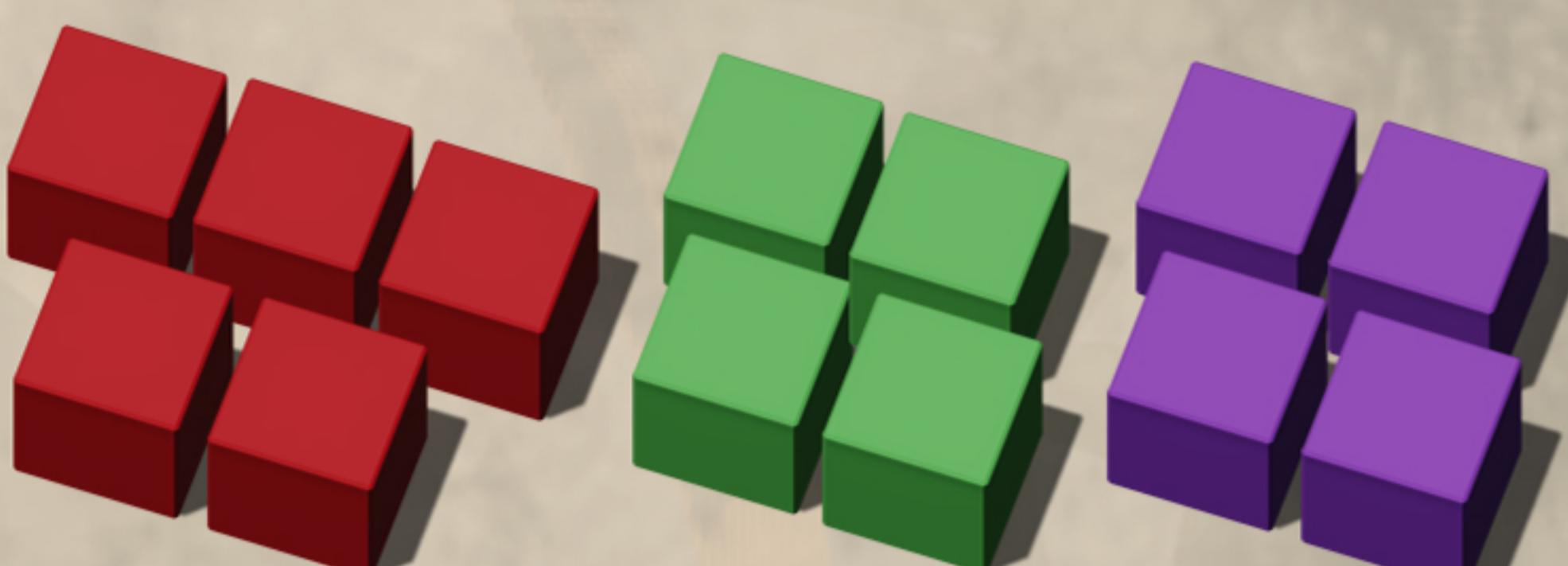
4 Roll and Write Sheets



8 Specter Tokens



9 Ability Cards



13 Markers (You can replace them with any type of marker of your choice)



4 Player Tokens



8 Reroll Tokens



4 Key Tokens



4 Holy Grenade Tokens



24 Standees

Requires 1 Six-sided die  
(not included)



32 Item Tokens

# SECTIONS OF A MAP

The maps are made up of three sections, which we describe below.

**1.-Rooms:** Each map has a variety of rooms, in which you'll be moving your character marker while searching for items, keys or other items, we will highlight only 2 of these rooms:

-**Bedroom:** Is the room with the bed "BED" icon on its upper left corner. Character tokens will always be placed in this room at the begining of the game.

-**Conjuring Room:** Is the room with the "WHEEL" icon in its upper left corner. In order to win the game, you must be the first player to take the required items indicated by the "Conjure" section into the "Conjuring Room".

**2.-Rewards' Track:** On the right side of some maps you will find a track with different icons, which are rewards that you can get during the gameplay.

**3.-Blue Zone:** In the lower part of all the maps you will find a "blue zone", with all the statistics of the map, which has the following 4 sections explained in order from left to right.

#### -Conjure Section:

Indicates the items you must find and take to the "conjuring room" to win the game.

#### -Specters Section:

These are the parameters for the "Specters' Phase" that takes place in each player's turn.

#### -Fuse Box Section:

There may be 1 or 2 fuse boxes in each map, this section indicates what happens when a fuse box is activated. There are maps where no fuse boxes are available.

#### -Panic Track:

This track is used only in solo or cooperative mode.



# GAME SETUP

Choose the map you will play, preferably in order starting from the first one, or choose one at random keeping in mind that as you advance in the maps, more complicated they become.

- 1.-Choose a character token of the color of your choice and place it inside the bedroom (F) of the chosen map. The rest of the players will do the same.
- 2.-Locate within the rooms the "Key" icon (key) and place on this icon a "Key" token for each player in the game. Use only the "Key" tokens that match the color and figure icon of each player's character token. The rest of the "Key" tokens (if any) will not be used for the rest of the game.
- 3.-Locate within the rooms the "Reroll" icons (dice), place on each one of these icons, a "Reroll" token for each player in the game. Only use the "Reroll" tokens that match the color and figure icon of each player's character token. The rest of the "Reroll" tokens (if any) will not be used for the rest of the game.
- 4.-Take a player board that corresponds to the color of your character token. Place a green marker at number 4 on your Action Points track. Place a purple marker at number 4 on the Will Points track. Place a red marker at number 1 on the Panic Points track. Each player does the same with its player board.
- 5.-Place a red marker in the bottom space of the "Rewards Track" (if any).
- 6.-Place the "Items" and "Specter" tokens near your play area in a common pile.
- 7.-Use any 6-sided die for the game.

The gameplay takes place by alternating turns between each player, until one player completes the conjuring and wins the game.

\* The player who has more fear to paranormal events or horror movies, will be the starting player.



# HOW TO PLAY

## SPECTERS

Within this world of nightmares you can face some Specters, in Survive Nightmare there are two types of Specters: Ghosts and Demons. The Specters tokens have a Ghost on one side and a Demon on the other side, each side will be used depending on the effects of the game.

### Encounter:

An encounter is referred to when at least one character token and one specter token are in the same room. To resolve an encounter, each player involved in said encounter must move the marker of its panic points track respectively:

### Ghost:

Causes +1 panic point.

### Demon:

Causes +2 panic points.

Some items or in-game effects allow you to eliminate Ghosts or Demons, eliminate them by simply removing the corresponding specter tokens from the map, and return them to the common pile.

## PANIC ATTACK

If at any time your panic points reaches the space marked with an "X" you'll suffer a panic attack.

If you suffer a panic attack, return your character marker to the "Bedroom" and discard 2 items from your hand. If you only have 1 item, discard it. If you don't have any items, just go back to the "Bedroom".

Once in the "Bedroom" you recover all your panic points.

You can only take one panic attack, if you suffer a second panic attack you are out of the game.

## PLAYER'S TURN

Each turn has 2 phases, "Player's Phase" and "Specters' Phase".

**1.-Player's Phase:** During the player phase you have 4 actions, after using your 4 actions the Specters' Phase begins.

**2.-Specters' Phase:** The active player will roll the die twice and resolve the spawning of specters. When the specters' phase ends, the active player's turn also ends, then the turn passes to the next player in clockwise order.

You can always end your player phase after using at least 1 action point.

## PLAYER'S PHASE / ACTIONS

These are the main actions you can take on your turn during the player's phase:

### 1.-Move Action

Spend an action point to move. Move your player marker to an adjacent room.

The rooms are delimited by a white line between them, this indicates where a room ends and another begins.

You cannot cross from one room to another if there is a wall between them, the walls are highlighted by red lines.

White line indicates where a room ends and another begins.



Red line indicates there's a wall.

To go upstairs or downstairs you must be in a room with "stairs".



You can move between rooms that have specters inside, always increasing your panic level respectively for each encounter.

There are rooms that have a door, these rooms have a keyhole icon "keyhole", all rooms with doors are considered closed from the start of the game.

In order to enter a closed room you need to use a key, which we will explain later.

Room with a door



#### Portals:

In some maps you will find cracks in space, also known as portals (X), when using a portal you can teleport between parts of the nightmare.

To use a portal, locate yourself in a room that contains a portal and spend an action point, then move your character token to a room that contains another portal exactly the same as the one you used.

You can use the portals as many times as you want, always spending an action point.



#### 2.-Search Action

At the top part of some rooms you will find a variety of icons, these icons represent the items you can find in those rooms. To search for an item, you must locate yourself in the room that contains the item you are trying to search for, represented by an icon at the top part of the room.

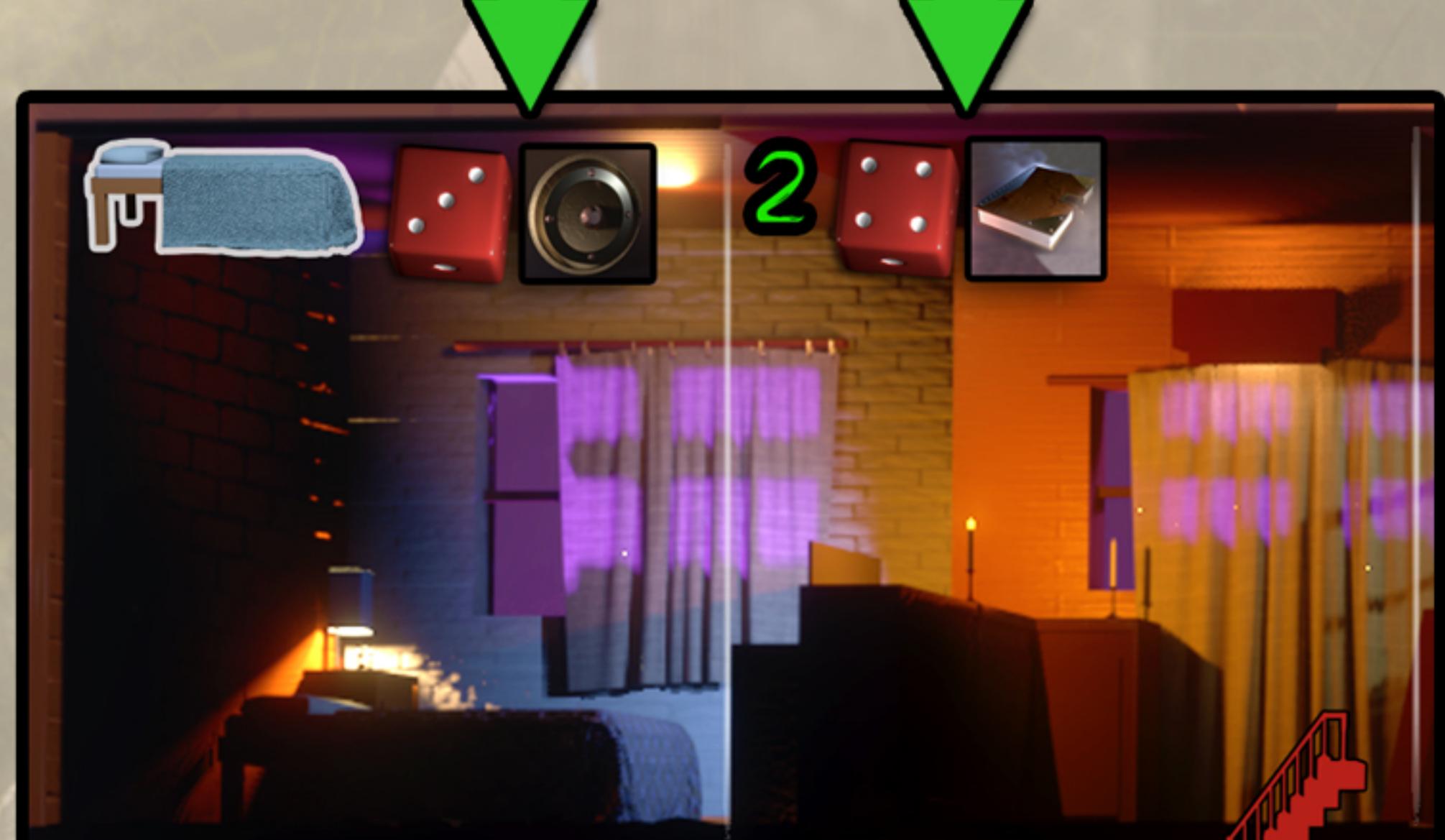
Spend an action point and roll the die, the result must be equal to or greater than the one indicated by the die icon on the left side of the item you are searching for, if so, you have found the item.

If your die roll has been less than the required, you have not found the item and you have simply spent an action point. You can try again as long as you have action points available.

If you find an item, take the corresponding token from the common pile.

In some rooms there can be more than one item, before rolling the die, decide which of the items you will search for, once decided, roll the die.

Objects within each room.



\* You can never have 2 items of the same type (except for Reroll tokens).

## 2.1.-Searching in Cursed Rooms:

The room that contains this icon “”, in its upper left corner, indicates that said room is “Cursed”. In a cursed room you can search for items as usual, but terrible things will happen if you fail.

When you make an unsuccessful search action (the result of your rolled die is less than required), inside a Cursed Room, the curse immediately takes effect.

You must transform the "Ghost" closest to you, into a "Demon".

Count each room orthogonally (not diagonally), from where you are to where a ghost is, the one closest to you becomes a demon. Just turn the specter token, from its ghost face to its demon face.

If there are 2 Ghosts at the same distance, choose which one will become a Demon.

If there are no Ghosts on the game map, nothing happens.

Cursed Room



## 3.-Use Item Action

There are 8 different items in Survive a Nightmare, without taking into account the keys or the reroll items.

Each item has a basic effect and a special effect, it is not essential that you know these effects for now, at the end of the rule book you will find the detailed information of each item, you can consult that section after reading the rules of the game.

## WILL POINTS

Will Points allow you to modify the result of your rolled die, this will give you more control over your tactics during the game.

Will Points can only be used on die rolls during a "Search Action".

After rolling the die, you can freely use as many will points as you like. For each will point you spend, add one point to the result of the rolled die.

Will Points are not recovered once spent.



## FUSE BOXES

On some maps you will find rooms that contains "Fuse Boxes", These will give you the opportunity to fight the specters using intensified light discharges

To use a fuse box your character token must be in a room that contains a fuse box, then spend 1 action point to activate it and resolve its effect.

If there are two fuse boxes on a map, each one will have a different effect, you can differentiate them by the letters "A" and "B" next to their icons.

In the blue zone of each map you can find the effect of each fuse box.

Here you can find  
the effect of the  
fuse boxes

Conjure	Specters	Fuse Box	Calm	1	2	3	(4)	X
			"A": Eliminate all the "Ghosts" from the rooms 1, 2 and 6.					

"B": Eliminate all the "Ghosts" from the rooms 3 and 4.

In this case the Fuse  
Box "B" is in room  
# 2 and the Fuse  
Box "A" in # 4.



## REWARD'S TRACK

In most of the maps you will find an "icons' track" on the right side of the map, this track is the "Rewards' Track". It can be activated with action points.

### Activation:

Spend one or more action points during your turn and move the marker on the rewards' track one space up for each action point used.

### \*Initial Space:

It is the box down the bottom, this is where the marker is placed at the start of the game.

### \*Empty Space:

If the marker ends up in an empty space, you don't get anything.

### \*Item Space:

If the marker ends up in a space with an item icon, immediately take the corresponding item marker from the common pile. If you already have the same item in your hand, you don't receive that item.

### \*Cursed Space:

If the marker ends up in the space with the "Cursed Room Icon", immediately "all" the rooms will be cursed, this until the rewards' track marker is moved to another space that does not contain the "Cursed Room" icon.

### \*Final Space:

If the marker of the rewards' track is in the final space (top one), and it gets activated again, the marker will be moved from the top space to the initial space (bottom).



## SPECTERS' PHASE

The Specters' Phase is performed at the end of the active player's "Player Phase". It is the moment of terror in which specters could be spawned inside the rooms.

**The Specters' Phase consists of only rolling the die twice:**

### 1.-First Roll:

Some rooms have numbers in their upper left corner. A Ghost or Demon may be spawned in these rooms during the Specters' Phase.

After your first die roll, locate the room closest to you with the number that matches the result of the rolled die. If there is a hyphen (-) between the numbers of a room, it indicates that any result in the range within those numbers will be taken into account.

A Ghost or a Demon could be spawned in the room selected by the die depending on the result of the next step.

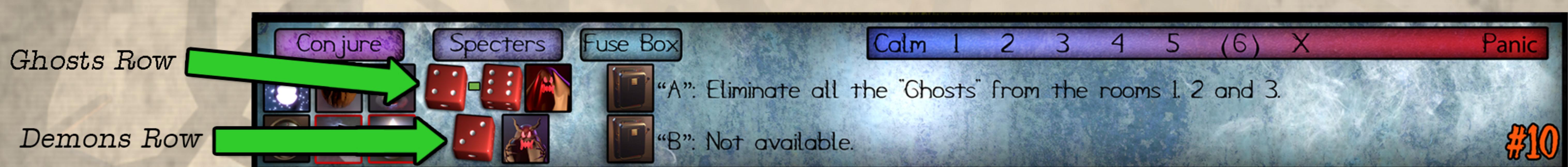


### 2.-Second Roll:

Roll the die for a second time and compare the result with the "Specters' Section" in the blue zone of the map.

#### Specters' Section:

In the blue zone of the maps, you can find the "Specters'" section, you will find two rows, one for Ghosts (upper row) and one for Demons (lower row).



Each row can contain one or more dice icons. These icons indicate what type of specter will be spawned based on the result of the rolled die. If after rolling the die in the second step the result matches at least one die icon from the specters' section, the specter corresponding to that icon will be placed in the room selected by the first die roll.

If there is a hyphen (-) between the dice icons in the "Specters" section, it indicates that any result in the range within those icons will cause the indicated specter to be spawned.

If the result of the die roll does not match any die icon in the "Specters" section, no specter will be spawned during that specters' phase.

If there are 2 rooms with the same number and at the same distance, you choose in which room the specter will be spawned.



Specter token with its "Ghost" face in the room selected by the first roll.

## WINNING THE GAME

Once you have in your hand all the required items displayed in the "Conjure" section in the blue zone of the map, take them to the "Conjuring Room" to win the game.

If you have all the items required for the conjuring and you enter the "Conjuring Room" but there is a specter inside, first, resolve the encounter by increasing your panic level accordingly.

If your panic marker reaches the space marked with an "X" you suffer a panic attack and you will not have won the game in that turn.

If your panic marker does not reach the space marked with an "X", you resist the presence of the Specter and successfully perform the conjuring, therefore you win the game.

## LOSING THE GAME

"The game is lost immediately at the moment in which "**6 Demons**" are active on the map."

Ghosts and Demons come out from everywhere,  
tormenting and taking control of everyone and everything,  
you are no longer in your dreams,  
you are completely sane, in a world of nightmares.

## DESCRIPTION AND USE OF ITEMS

Keys:



Being in a room that contains keys, you can freely take the key token that matches the color of your character token and your Player Board.

The keys will allow you to open rooms only for you.

Spend 1 action point to use a Key.

Keys are used only to access closed rooms (rooms with doors). To open a door, you must be in the room adjacent to the room that is closed, and through which you have access to the door.

Spend an action point and place your Key token on the keyhole icon, by doing this the room is open only for you, you can enter and exit the room normally.

If another player requires to enter that room, he must use a Key that matches the color of his character token, which he will also place on the keyhole icon, this way that player will also have access to the said room.

Keys placed on a keyhole icon can be recovered by spending 1 action point. By removing your key from a keyhole icon you will no longer have access to that room. You can only remove the key that matches the color of your player token and player board.

## Reroll:



By being in a room that contains reroll tokens, you can freely take the reroll token that matches the color of your character token and your Player Board.

This token allows you to repeat a roll of your die only once. You can have more than one reroll token if available.

Free use, without spending action points.

Discard your reroll token after one of your die rolls, by doing this you can repeat the roll once, you must accept the result of the new roll.

You can use more than one reroll token to roll consecutively.

Reroll tokens cannot be used during the "Specters' Phase".

The reroll token once used cannot be recovered.

### Attacking with Reroll:

You can use the reroll token on any other player's die roll. After any player's die roll, announce that you will use your reroll token, by doing so, the player who has just rolled the die is forced to roll the die again and must accept the new result of the roll. Machiavellian...

## Items / Basic Effect:

### Manipulating Ghosts:

All items have a basic effect which is "Manipulate Ghosts". You can spend an action point and discard any item in your hand (except for "Keys" and "Reroll" tokens) to manipulate a "Ghost".

Move a "Ghost" to an adjacent room, either vertically, horizontally or diagonally, regardless of walls or doors.

You can move more than one ghost in a single turn, always discarding 1 item and spending 1 action point.

If you use an item to manipulate a ghost, you would not execute the special effect of the used item, only the "Manipulate Ghost" effect.

## Items / Special Effects:

### Sack of Salt:



Free use, without spending action points.

Discard it before the "Specters' Phase" begins, either on your turn or on any player's turn to cancel the "Specters' Phase" of the current turn.

\* In case of using the "Sack of Salt" for the "Manipulate Ghosts" effect, you must spend an action point.

### Potion:



Spend 1 action point to use the Potion.

Eliminate 1 "Ghost" from the room you are in or from any adjacent room, either vertically, horizontally or diagonally, regardless of walls or doors.

### Spell:

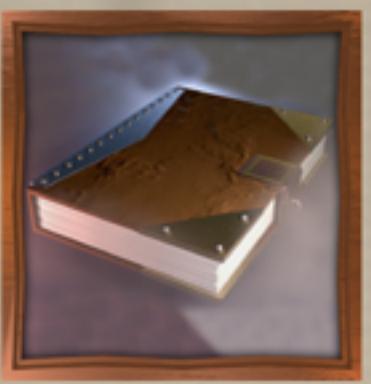


Spend 1 action point to use the Spell.

Eliminate 1 Demon or 1 Ghost from any room.

**Major Spell:**

Spend 1 action point to use the Major Spell.  
Eliminate 2 Demons or 2 Ghosts from any rooms.

**Old Book:**

Spend 1 action point to use the Old Book.  
Transform 1 Demon from any room into a Ghost.

**Candle:**

Spend 1 action point to use the Candle.  
Eliminate 1 Ghost from any room.

**Talisman:**

Spend 1 action point to use the Talisman.  
Ignore all the encounters during your turn. The specters do not cause you panic during your turn.

**Bell:**

Spend 1 action point to use the Bell.  
Reduce your Panic level by -1 point.

## SPECTERS – CLARIFICATIONS

The word "Specters" refers to both "Ghosts" and "Demons".

There can not be more than 1 Ghost or more than 1 Demon in a single room.

If a specter is spawned or is moved in to a room with one or more players in it, an encounter has to be resolved, each player increase their panic level respectively (Demon +2 panic points, Ghost +1 panic point).

If a Demon is spawned in a room that contains a Ghost, the Ghost is replaced by the Demon.

If a Ghost is spawned or is moved into a room, which already contains a Ghost, they merge together and transform into a Demon. Place a single "Demon" token in said room.

If there are one or more players in a room that contains a Ghost and it transforms into a Demon, an encounter has to be resolved, each player immediately increases their panic level by +2 panic points.

No specter can be spawned or be moved in to a room that contains a Demon.

You can end your turn in a room that contains a specter, on your next turn the specter doesn't cause you any increase of your panic points. However, if you leave the room and then return to the same room, it will be a new encounter, therefore you have to resolve it in the usual way.

# EXTRA GAME MODES

## SOLO MODE

Prepare your player board and omit the panic marker. Prepare the game map as usual and place a red marker at number 1 on the panic track located in the blue zone of the map, this will be your panic track during the game.

If the panic track reaches the space marked with an "X" you will not have a panic attack, instead, you will lose the game, yes, walking around fighting demons by yourself turns out to be not so easy.

Ignore the number in parentheses on the panic track of the blue zone.

Take the items indicated by the "Conjure Section" to the "Conjuring Room" to win the game.

Ignore the items highlighted in red in the "Conjure" section.

### Increase difficulty:

Find all the items required by the "Conjure" section including those highlighted in red.  
Use the panic track of your player board.

## 2 CHARACTERS SOLO MODE / 2 PLAYER COOPERATIVE MODE

Prepare the game map as usual. Prepare two player boards as usual. Use 2 characters tokens and alternate turns between each one.

You MUST complete the conjuring by combining the items of both characters. To accomplish this, both character tokens must be located inside the "Conjuring Room".

A single character token cannot complete the conjuring on its own.

Ignore the items highlighted in red in the "Conjure" section.

\*You can play this mode cooperatively with another player, the same rules mentioned in the previous points apply.

Each player controls a character token along with its corresponding player board. Alternate turns to complete the conjuring required by the map.

### Increase difficulty:

Use the panic track in the blue zone of the map as a panic level counter for both characters. Every time a character has an encounter with a Specter, increase the panic level on the panic track of the blue zone. If the marker reaches the space marked with an "X" you lose the game.

Find all the items required by the "Conjure" section including those highlighted in red.

## 3-4 PLAYERS COOPERATIVE

Prepare the game map as usual. Omit the markers on the panic tracks of the players' boards.

Use the panic track in the blue zone of the map as a panic level counter for all characters.

Players "MUST" complete the conjuring by combining their items between at least 2 players.

Players who can complete the conjuring by combining their items must be located inside the "Conjuring Room".

All items in the "Conjure" section must be found, including those highlighted in red.

If the panic marker reaches the space with the NUMBER BETWEEN PARENTHESES, you lose the game.

## COMPETITIVE TEAMS MODE - 4 PLAYERS

Prepare the game as usual. Players form teams of 2 players each.

Alternate turns between the players of each team, that is, it is the turn of the player "A" of team "A", followed by player "A" of team "B", followed by player "B" of team "A" and so on between the players of each team.

Players on a team "MUST" complete the conjuring by combining their items. To accomplish this, both players must be located inside the "Conjuring Room". The first team to successfully perform the conjuring in the "Conjuring Room" will win the game.

A player on a team cannot complete the conjuring on its own.

All items in the "Conjure" section must be found, including those highlighted in red.

## ROLL AND WRITE

### Rules:

When preparing the game, omit the item markers displayed on the "Roll and Write" sheet, and omit your player board.



Every time you find an item, place a small check mark on your "Roll and Write" sheet in one of the boxes in the row corresponding to that item.

When using an item, uncheck the box in the row corresponding to the item used.  
All the rules of the game apply normally.

\* Having multiple boxes in an item row is not an indicator that you can have multiple items of the same type.

For each action point you use, mark with an "X" one of the four "Action Points" boxes starting from left to right. At the end of your turn, erase all the "X" of the "Action Points" used.

For each will point you use, mark with an "X" one of the four boxes of "Will Points" starting from left to right.

For each panic point you receive, mark with an "X" one of the five available "Panic Level" boxes. If you use an item to reduce your panic level, erase an "X" for each reduced panic point. If at any time the 5 boxes corresponding to the "Panic Level" are marked with an "X", you suffer a panic attack.

In this example, we used all of our will points and were 1 panic point away from receiving a panic attack. When finding an item we place a check mark in the box of the found item.

When using an item instead of erasing the mark, we add a line to cross out that item, so we don't have to be erasing as much during the game.

But do it in the way that is most comfortable for you.



## ABILITY CARDS

Ability cards give each player a unique advantage, this will make each player have a different strategy during the game and will make them think more carefully about their options when using their action points.

### Rules:

Shuffle all the “ability” cards and place them face down on the table.

Each player has to roll a die, the player with the highest number will be the first player to choose an ability card.

If you are the first player, take 3 ability cards at random and secretly read the effect of each chosen ability card, then choose one to keep. Leave the other 2 “ability” cards face down with the rest of the ability cards.

Then it will be the turn of the next player clockwise, the second player will do exactly the same as the first player, followed by the rest of the players.

The chosen ability card will be used throughout the game and cannot be exchanged for any other ability card.

The rest of the ability cards will not be used during the game.

Once each player has chosen their ability card, they are placed face up next to their player board.  
\*You can mention your ability to the other players.

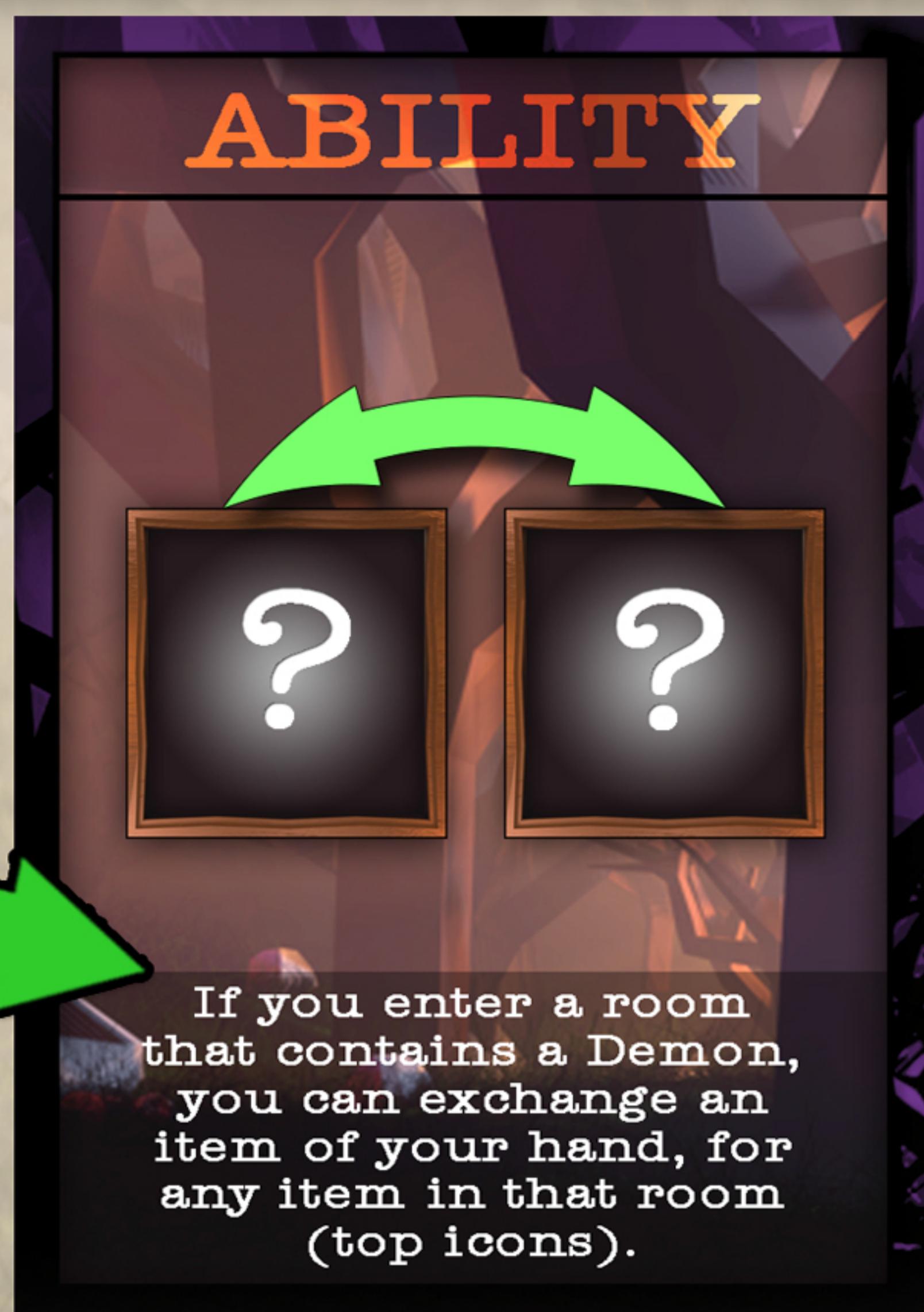
### How to use your ability:

The effect of your ability is always active, so you can perform its effect as many times as possible during your turn.

Executing the effect of your ability card does not cost any action points.

You can execute the effect of your ability card as long as it is the right situation to perform its effect.

In this example the effect of your ability is triggered when you enter in a room that has a Demon in it.



## HOLY GRENADE

The "Holy Grenade" is an anti-specters object with great power, use it at the right time to get rid of the evil entities around you.

### Rules:

Each player starts the game with a "Holy Grenade" marker.

Spend "2 action points" to use the holy grenade.

When using the holy grenade, remove all "Specters" (Ghosts and Demons) from the room you are in and from all rooms adjacent to you horizontally and vertically, regardless of walls or doors.

When using the holy grenade, simply discard the holy grenade marker from your hand.

The holy grenade once used cannot be recovered.

### Effect:

In this example a player used the holy grenade. All the specters of the room in which the player is located and of the adjacent rooms horizontally and vertically, are eliminated, in this case the rooms marked by the red "X".



**Effect:**

In this example you can see the range of effect that the holy grenade has when used when you are not totally surrounded by rooms, in this case the rooms marked by the red "X".



# SURVIVE A NIGHTMARE

Designed by Damián Jiménez.

¿Can you survive your nightmares?  
Welcome...  
Survive a Nightmare



15-35 1-4 10+

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